

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1                   1.       (Currently amended) A system for positive-return gambling, comprising:  
2                             at least one token account for tracking tokens associated with a first one of a  
3     plurality of players;  
4                             a gambling game apparatus, coupled to the at least one token account, configured  
5     to award tokens and to credit and debit the at least one token account, the gambling game  
6     apparatus providing a statistically positive token return to the players; and  
7                             a token conversion module for converting tokens according to a token value  
8     determined based on a total number of tokens in a set of tokens, wherein the total number of  
9     tokens varies, wherein a total value of all tokens in the set of tokens is constant, and wherein the  
10    total value of all tokens is derived from a source other than the players.

1                   2.       (Original) The system of claim 1, wherein the token conversion module  
2     comprises a lottery module for randomly selecting at least one token from the set of tokens, and  
3     awarding at least one predefined prize to a player whose account contains the selected token.

1                   3.       (Original) The system of claim 1, wherein the token conversion module  
2     determines a cash value for each token by dividing a predetermined cash award by the number of  
3     tokens in the set of tokens.

1                   4.       (Original) The system of claim 3, further comprising a payout module,  
2     coupled to the token conversion module, for paying at least a subset of the players the cash value  
3     of at least a subset of the tokens in the player's token account.

1                   5.       (Original) The system of claim 1, wherein the set of tokens comprises all  
2 tokens awarded to all players.

1                   6.       (Original) The system of claim 1, wherein the set of tokens comprises all  
2 tokens awarded within a defined time period.

1                   7.       (Original) The system of claim 1, further comprising an account  
2 initializer, coupled to the at least one token account, for awarding an initial quantity of tokens to  
3 each player.

1                   8       (Original) The system of claim 1, wherein the token conversion module  
2 converts tokens at the expiry of a predetermined time period.

1                   9.       (Original) The system of claim 1, wherein the gambling game apparatus  
2 presents a gambling game to be played by a player, and credits and debits the player's token  
3 account based on the play of the player.

1                   10.     (Original) The system of claim 9, wherein the gambling game comprises  
2 one selected from the group consisting of:

3                   video poker;

4                   slot machine;

5                   blackjack;

6                   roulette;

7                   sports pool;

8                   sports book;

9                   keno;

10                  bingo; and

11                  solitaire.

1                    11.     (Original) The system of claim 9, wherein the gambling game comprises  
2 a casino game that is modified to increase payout sufficiently to provide a statistically positive  
3 return to players.

1                    12.     (Original) The system of claim 9, wherein the token conversion module  
2 converts tokens after a predetermined number of definable units of gameplay.

1                    13.     (Original) The system of claim 12, wherein each definable unit of  
2 gameplay comprises a game.

1                    14.     (Original) The system of claim 1, wherein each token account is  
2 persistent over at least two gaming sessions.

1                    15.     (Original) The system of claim 1, wherein each token account expires  
2 after a predetermined time period.

1                    16.     (Original) The system of claim 1, wherein the gambling game apparatus  
2 comprises a network-enabled user interface for accepting input and providing output across a  
3 network.

1                    17.     (Original) The system of claim 16, wherein the network comprises the  
2 Internet.

1                    18.     (Original) The system of claim 1, wherein the gambling game apparatus  
2 comprises an automated game machine.

1                    19.     (Original) The system of claim 1, wherein the gambling game apparatus  
2 comprises a human dealer.

1                    20.     (Currently amended) A method of providing positive-return gambling,  
2 comprising:  
3                    awarding an initial quantity of tokens to at least one player;

4                   crediting and debiting at least one player with tokens responsive to the gameplay  
5 of the player in a gambling game, the gambling game providing a statistically positive token  
6 return to players; and

7                   converting tokens according to a token value determined based on a total number  
8 of tokens in a set of tokens, wherein the total number of tokens in the set varies, wherein a total  
9 value of all tokens in the set of tokens is constant, and wherein the total value of all tokens is  
10 derived from a source other than the players.

1                   21.     (Original) The method of claim 20, wherein converting tokens comprises  
2 randomly selecting at least one token from the set of tokens, and awarding at least one  
3 predefined prize to a player having the selected token.

1                   22.     (Original) The method of claim 20, wherein converting tokens comprises  
2 determining a cash value for each token by dividing a predetermined cash award by the number  
3 of tokens in the set of tokens.

1                   23.     (Original) The method of claim 22, further comprising paying at least a  
2 subset of the players the cash value of at least a subset of the tokens in the player's token  
3 account.

1                   24.     (Original) The method of claim 20, wherein the set of tokens comprises  
2 all tokens awarded to all players.

1                   25.     (Original) The method of claim 20, wherein the set of tokens comprises  
2 all tokens awarded within a defined time period.

1                   26.     (Original) The method of claim 20, wherein the step of converting tokens  
2 is performed at the expiry of a predetermined time period.

1                   27.     (Original) The method of claim 20, wherein the gambling game  
2 comprises one selected from the group consisting of:  
3                   video poker;

4 slot machine;  
5 blackjack;  
6 roulette;  
7 sports pool;  
8 sports book;  
9 keno;  
10 bingo; and  
11 solitaire.

1 28. (Original) The method of claim 20, wherein the gambling game  
2 comprises a casino game that is modified to increase payout sufficiently to provide a statistically  
3 positive return to players.

1 29. (Original) The method of claim 20, wherein the step of converting tokens  
2 is performed after a predetermined number of definable units of gameplay.

1 30. (Original) The method of claim 29, wherein each definable unit of  
2 gameplay comprises a game.

1 31. (Original) The method of claim 20, wherein tokens are persistent over at  
2 least two gaming sessions.

1 32. (Original) The method of claim 20, wherein tokens expire after a  
2 predetermined time period.

1 33. (Original) The method of claim 20, wherein the gambling game is  
2 implemented using a network-enabled user interface for accepting input and providing output  
3 across a network.

1 34. (Original) The method of claim 33, wherein the network comprises the  
2 Internet.

1                   35.     (Original) The method of claim 20, wherein the gambling game is  
2 implemented on an automated game machine.

1                   36.     (Original) The method of claim 20, wherein the gambling game is  
2 administered by a human dealer.

1                   37.     (currently amended) A computer-readable medium comprising computer-  
2 readable code for providing positive-return gambling, comprising:  
3                   computer-readable code adapted to award an initial quantity of tokens to at least  
4 one player;  
5                   computer-readable code adapted to credit and debit at least one player with tokens  
6 responsive to the gameplay of the player in a gambling game, the gambling game providing a  
7 statistically positive token return to players; and  
8                   computer-readable code adapted to convert tokens according to a token value  
9 determined based on a total number of tokens in a set of tokens, wherein the total number of  
10 tokens in the set varies, wherein a total value of all tokens in the set of tokens is constant, and  
11 wherein the total value of all tokens is derived from a source other than the players.

1                   38.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to  
3 randomly select at least one token from the set of tokens, and award at least one predefined prize  
4 to a player having the selected token.

1                   39.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to  
3 determine a cash value for each token by dividing a predetermined cash award by the number of  
4 tokens in the set of tokens.

1                   40.     (Original) The computer-readable medium of claim 39, further  
2 comprising computer-readable code adapted to pay at least a subset of the players the cash value  
3 of at least a subset of the tokens in the player's token account.

1                   41.     (Original) The computer-readable medium of claim 37, wherein the set of  
2 tokens comprises all tokens awarded to all players.

1                   42.     (Original) The computer-readable medium of claim 37, wherein the set of  
2 tokens comprises all tokens awarded within a defined time period.

1                   43.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens operates at the expiry of a predetermined time  
3 period.

1                   44.     (Original) The computer-readable medium of claim 37, wherein the  
2 gambling game comprises one selected from the group consisting of:

3                   video poker;

4                   slot machine;

5                   blackjack;

6                   roulette;

7                   sports pool;

8                   sports book;

9                   keno;

10                  bingo; and

11                  solitaire.

1                   45.     (Original) The computer-readable medium of claim 37, wherein the  
2 gambling game comprises a casino game that is modified to increase payout sufficiently to  
3 provide a statistically positive return to players.

1                   46.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens operates after a predetermined number of  
3 definable units of gameplay.

1                   47.     (Original) The computer-readable medium of claim 46, wherein each  
2 definable unit of gameplay comprises a game.

1                   48.     (Original) The computer-readable medium of claim 37, wherein tokens  
2 are persistent over at least two gaming sessions.

1                   49.     (Original) The computer-readable medium of claim 37, wherein tokens  
2 expire after a predetermined time period.

1                   50.     (Original) The computer-readable medium of claim 37, wherein the  
2 gambling game is implemented using a network-enabled user interface for accepting input and  
3 providing output across a network.

1                   51.     (Original) The computer-readable medium of claim 50, wherein the  
2 network comprises the Internet.

1                   52.     (Original) The computer-readable medium of claim 37, wherein the  
2 gambling game is implemented on an automated game machine.

1                   53.     (Previously presented) The computer-readable medium of claim 37,  
2 wherein the source is an account funded by one or more advertisers.

1                   54.     (Previously presented) The method of claim 20, wherein the source is an  
2 account funded by one or more advertisers.

1                   55.     (Previously presented) The system of claim 1, wherein the source is an  
2 account funded by one or more advertisers.



- 1                   56.     (new) A system for positive-return gambling, comprising:  
2                   at least one token account for tracking tokens associated with a first one of a  
3 plurality of players;  
4                   a gambling game apparatus, coupled to the at least one token account, configured  
5 to award tokens and to credit and debit the at least one token account, the gambling game  
6 apparatus providing a statistically positive token return to the players; and  
7                   a token conversion module for converting tokens according to a token value  
8 determined based on a total number of tokens in a set of tokens, wherein the total number of  
9 tokens varies, wherein a total value of all tokens in the set of tokens is constant, and wherein the  
10 total value of all tokens is derived from a source other than a provider of the game apparatus.
- 1                   57.     (new) The system of claim 56, wherein the source is an account funded  
2 by one or more advertisers.